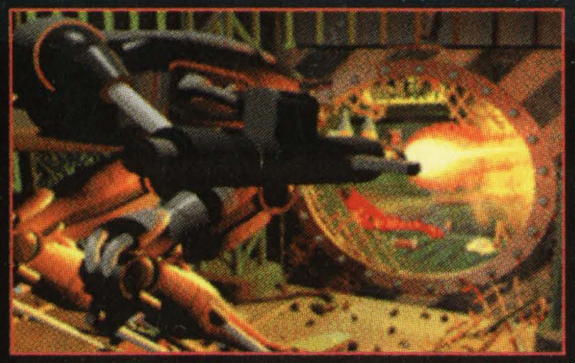
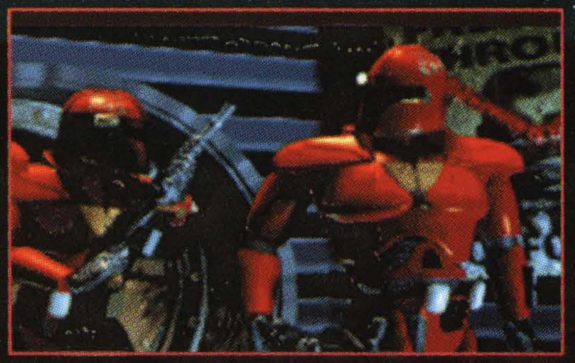
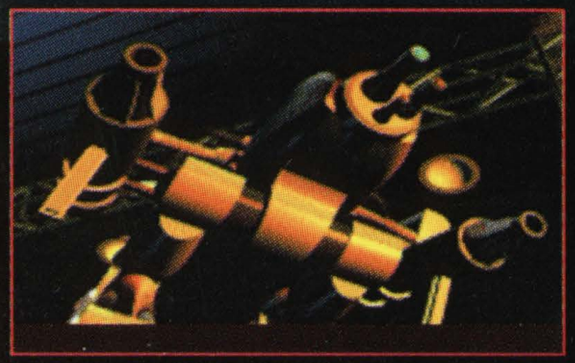
CRUSADER

NO REMORSE™







PLAY GUIDE

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Starting the Game

NOTE: If you haven't installed ***Crusader,*** see the *Install Guide*.

To play ***Crusader: No Remorse:***

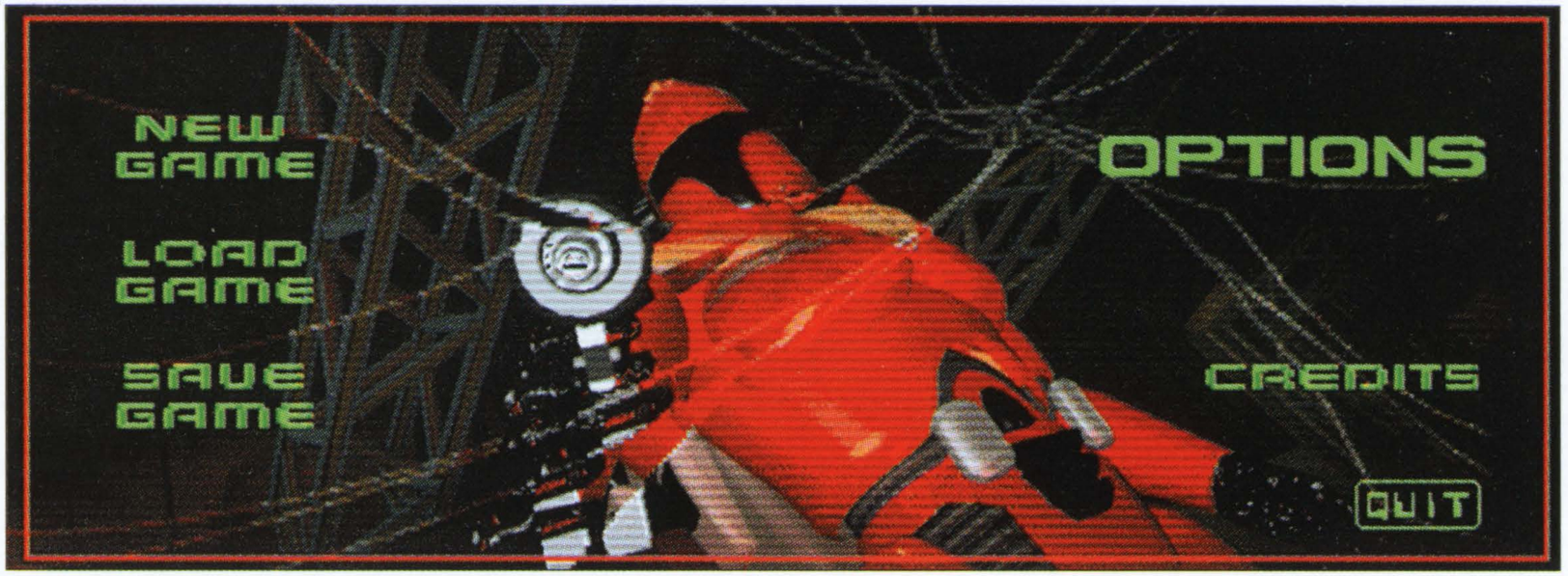
1. Go to the drive where ***Crusader*** is installed (usually the C: drive).
2. Go to the directory containing your game.
   (If you used the default directory, type CD\CRUSADER [Enter].)
3. Enter the game by typing CRUSADER [Enter].
4. Select **NEW GAME**. Later on, you will be able to load saved games from this screen.
5. Set **Difficulty Level.**

When you start a new game you will be given a menu where you can select your difficulty level. The levels, from easiest to hardest, are **MAMA'S BOY, WEEKEND WARRIOR, LOOSE CANNON** and **NO REMORSE.** At higher levels the enemies get tougher and shoot faster, and the number of traps increases. In the first two levels ammunition for the BA-40 pistol (your baseline weapon) is infinite, and on Mama's Boy, that weapon cannot be dropped.

HELP [F1] or [?] calls up a help screen at any time during the game.

EXIT at any time by pressing [Alt] [X] (except at Main Menu). This will take you to an **EXIT TO DOS? YES/NO** prompt. Use the keyboard or mouse to respond.

Main Screen



This screen appears any time you enter ***Crusader: No Remorse.*** Use your mouse or arrow keys to select the option you want.

NEW GAME starts you in the first mission of a completely new game.

LOAD GAME takes you to a screen where you can load a previously saved game.

- F8 takes you to the Load Game screen from play.

SAVE GAME takes you to the Save Game screen. You can keep up to 11 different saves. Give each save a unique name or short phrase that will help you remember where you left off.

- F9 takes you to the Save Game screen from play.

QUICK SAVE (F5) allows you to save a game without going to the Save Game screen. There is only one Quick Save slot, so whenever you use Quick Save your previous Quick Save is lost.

QUICK LOAD (F4) loads the last game you saved, without taking you to the Load Game screen.

OPTIONS takes you to a screen where you can adjust various aspects of game performance and features (see p. 5).

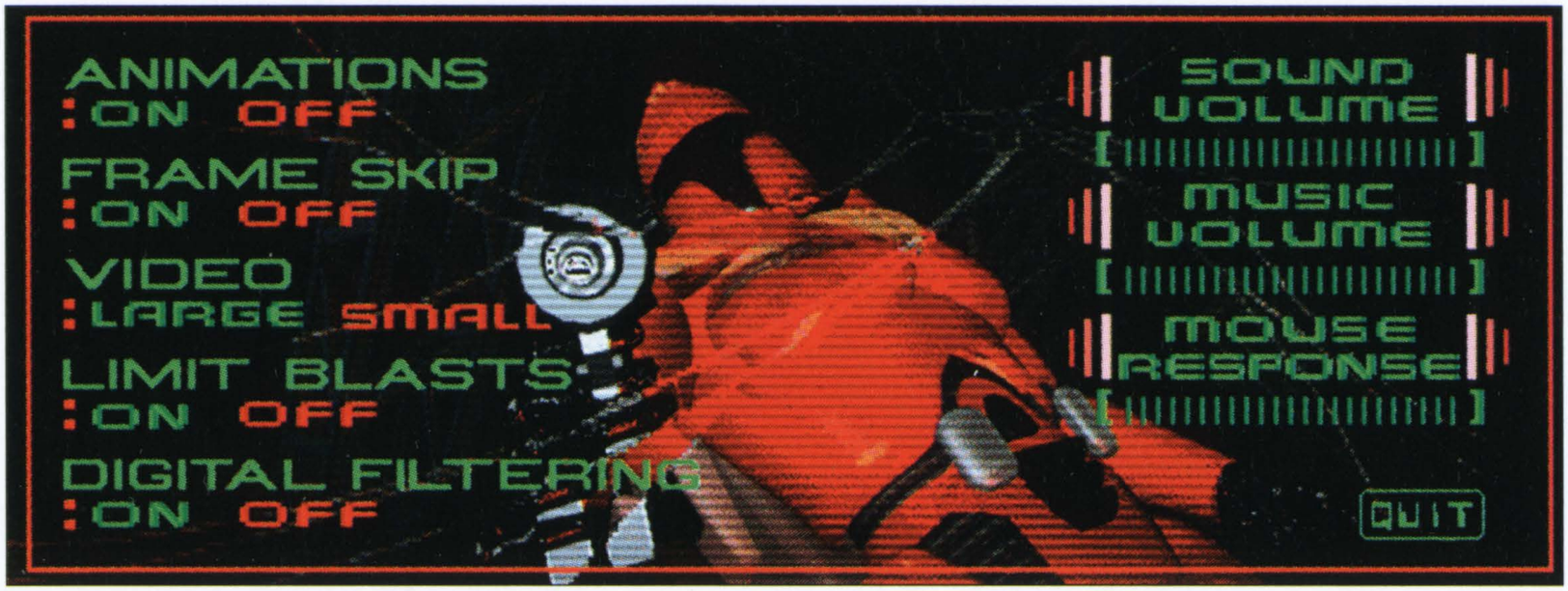
- F2 takes you directly to the Options screen.

CREDITS takes you to a list of everyone involved in making ***Crusader***. Leave the credits at any time with Esc.

QUIT exits ***Crusader.***

- You can toggle from play to the Main Screen and back with Esc.

Options



F2 takes you to the Option screen at any time during play.

ANIMATIONS ON/OFF toggles the animation of certain items. With animations off, for example, flames don't flicker and fans don't turn. This can speed up the game at the expense of visual realism.
NOTE: the *effect* of an object in the game stays the same whether animations are on or off — non-animated flames still burn, non-animated fans can still generate a wind to push the Silencer around.

FRAME SKIP ON/OFF reduces the number of frames of animation used to animate characters. This can speed up performance at the expense of some visual realism.

VIDEO LARGE/SMALL You may select a larger video image and slower movie frame rate, or a smaller video image and faster movie frame rate.

LIMIT BLASTS ON/OFF limits the density of explosion animations. This can speed up game performance at the expense of some visual realism. **NOTE:** all explosions do the same amount of damage to the Silencer and the surrounding area regardless of whether this option is on or off.

DIGITAL FILTERING ON/OFF is an option that allows you to speed up the game by sacrificing a bit of sound quality. The frame rate is slower, but the sound quality is better, with digital filtering **ON**.

SOUND VOLUME controls the volume of sound effects and voices. Change the volume by selecting this option and clicking at any point on the Sound bar (with a mouse) or pressing ← (less) or → (more).

MUSIC VOLUME controls the volume of music. Change the volume by selecting this option and clicking at any point on the Music bar (with a mouse) or pressing ← (less) or → (more). You can increase or decrease music volume while playing by using + = or - _.

MOUSE RESPONSE changes the sensitivity of the mouse when used as a movement interface. A more sensitive mouse setting causes the Silencer to maneuver more quickly, while a less sensitive mouse gives more movement precision and targeting stability. Change the sensitivity by selecting this option and clicking at any point on the Response bar (with a mouse) or pressing ← (less) or → (more).

QUIT Select this button to leave the Option screen.

Inventory and Readouts

In play, five bars with vital information about your character appear at the bottom of the screen.

Weapon Inventory

The weapon displayed in the bar is the one you have selected. W (or * on the numeric keypad) cycles the display through all the weapons the Silencer is currently carrying. Q cycles through the Weapons Inventory backwards.

The Silencer may not carry more than five weapons at any one time. (In the lowest difficulty level, one of these is always the BA-40.)

Ctrl D drops the displayed weapon; the weapon will remain where it was dropped. (If you drop a weapon in the Rebel base, you can find it in your storage crate — to the right of the Rebel bar — following your next mission.) In the first two difficulty levels, you cannot drop a BA-40 pistol — as your baseline weapon, it always stays in your weapon inventory.

Ammunition Inventory

This bar displays the amount of ammo currently available for the weapon displayed in the Weapon Inventory. The number on the left is the number of rounds in the current magazine, and the number on the right is the total

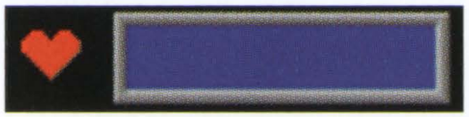
number of magazines carried. When the Silencer is using an energy weapon, this bar will not appear. It also does not appear while he's using the BA-40 on the two easiest difficulty levels, since ammo for that weapon is infinite at those levels. When the end of one magazine is reached, he'll reload automatically if he has another magazine in his inventory.

ITEM INVENTORY

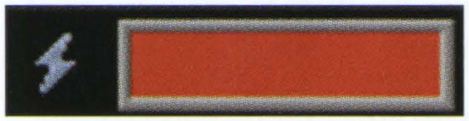
The display shows you a picture of each item in turn, along with the number of items you have of that type. With [O] (or [-] on the numeric keypad) you can cycle through all the different usable items the Silencer is carrying. [I] cycles through the Item Inventory backwards.

[U] (or [Del] on the numeric keypad) uses the item displayed in the bar (see p. 14).

STATUS BARS



The **HEALTH** bar shows how much damage the Silencer has taken and how close he is to death. As a Silencer, he can continue at full efficiency right up to the point of collapse and death. The longer the blue bar, the more health you have.



The **ENERGY** bar shows the amount of energy remaining. When this bar reaches zero shields and energy weapons no longer function. When energy levels are getting low, the Silencer needs to find more energy cubes or an energy recharge station. The longer the red bar, the more energy you have.

Combat

Targeting. Whenever the Silencer has a weapon readied, a red crosshair will appear a short distance in front of him to help with aim. When he's lined up with an enemy or targetable object, an orange targeting reticle will appear and zero in on that object.

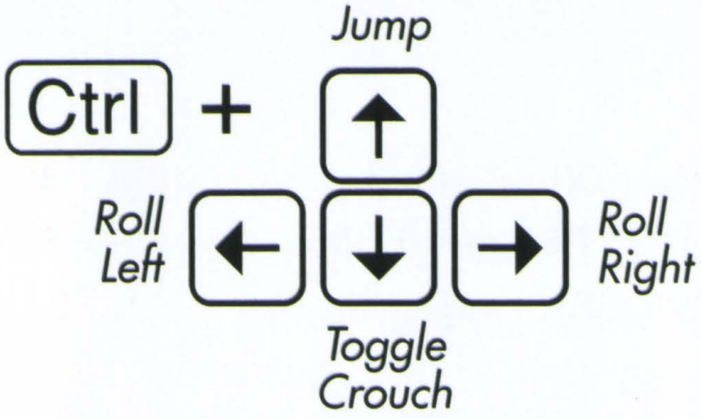
Firing. Spacebar (or 0 on the numeric keypad) will fire or reload a readied weapon, or draw an unreadied weapon. When the current clip is out of ammo, and there are more clips in the Ammunition Inventory, Spacebar (or 0) will automatically reload the weapon with a fresh clip.

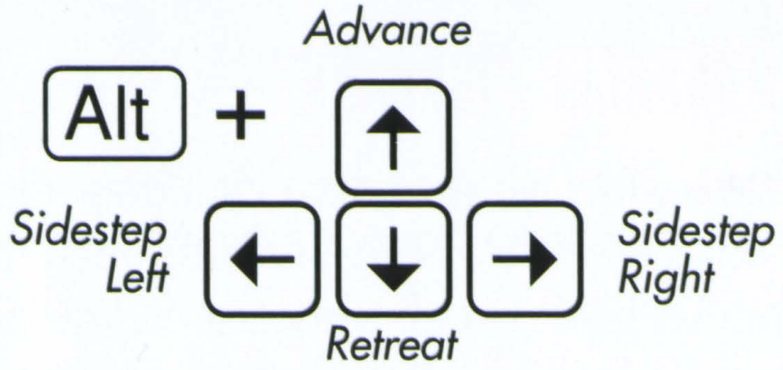
Center the screen on the Silencer with Z.

Basic Movement

NOTE: ***All references to "left" and "right" below refer to the Silencer's left or right.***

The four **arrow keys** move the Silencer as follows.





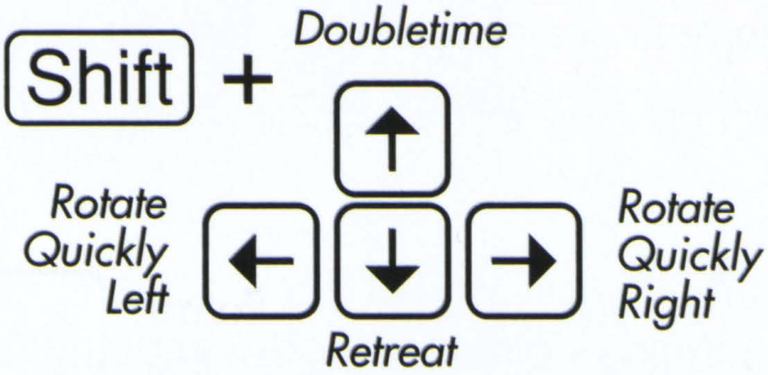
Rotate causes the Silencer to turn in place in the indicated direction.

Advance, retreat or ***sidestep*** mean the Silencer moves forward, backwards or to the side, one step at a time with weapon readied.

Roll means the Silencer drops in the indicated direction, rolls over on his shoulder and comes up in a crouch, weapon readied.

SPEED. Caps Lock controls speed. When Caps Lock is off the Silencer moves at a walk, and must draw a weapon before he can fire. When Caps Lock is on he moves at double-time with weapon readied. He also turns faster with Caps Lock on.

Holding Shift plus the desired movement key will temporarily toggle the Silencer to the other speed. If Caps Lock is off Shift speeds the Silencer up, and if Caps Lock is on it slows him down for as long as it is held.

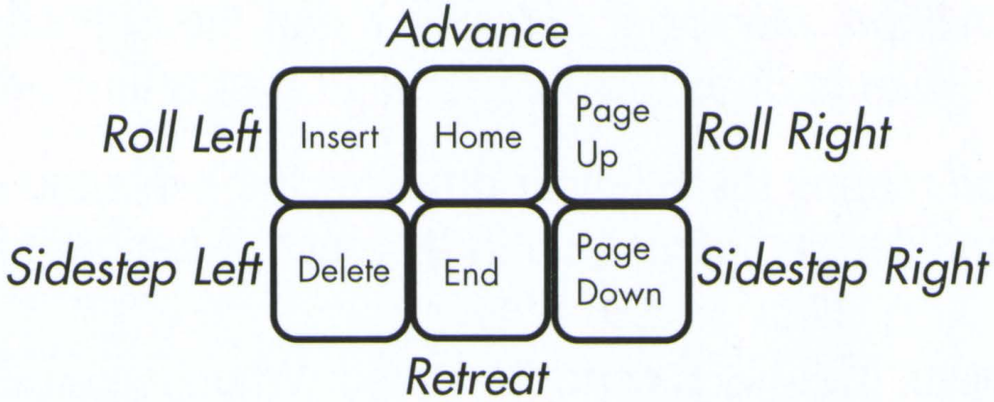


(or have Caps Lock on.)

Advanced Movement

Crusader: No Remorse includes a large number of movement options, and several ways to perform each maneuver. The arrow keys described above give you all the options you need to start the game, but you'll want to look at some of the other options as well, to find out which combination of commands works best for you.

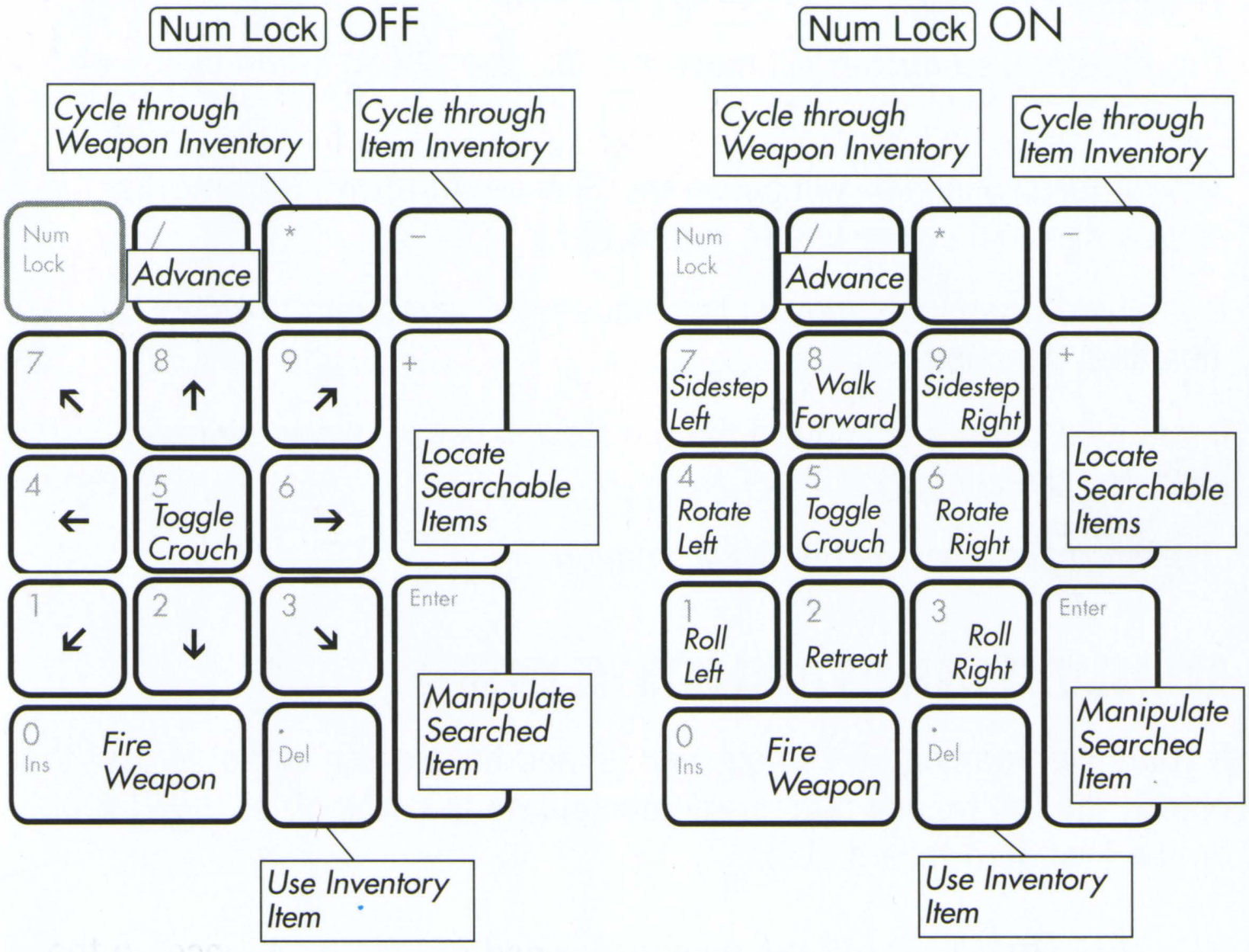
The six extended keys between the alphabetic and numeric keypads move the Silencer as indicated here.



5 (numeric keypad) always toggles between crouching and standing, regardless of whether Num Lock is on or off.

If you have Num Lock off, the numeric keypad moves the Silencer in the true compass direction corresponding to the number used; thus 7 moves him towards the top left corner of the screen, and 2 towards the bottom center of the screen. (See diagram on next page.)

If you have Num Lock on, the numeric keypad moves the Silencer as indicated below right.



Ctrl 8 with Num Lock on (or Tab) will cause the Silencer to **jump** in the direction he's facing.

Mouse Movement

You can also move and fire using the mouse.

The ***right mouse button*** will **move** the Silencer ahead in the direction indicated.

Moving the mouse left will cause the Silencer to **rotate left**; moving the mouse right will cause him to **rotate right**.

If you hold down Ctrl, moving the mouse will cause him to **roll** in the indicated direction.

If you hold down Alt, moving the mouse will cause him to **sidestep** in the indicated direction.

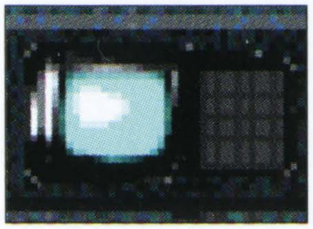
The ***left mouse button*** will **fire** a weapon.

Manipulating Searched Items With the Mouse

If you have Searched an object with S and the Search cursor is over that object, the left mouse button will **manipulate** that object, as Enter does on the keyboard (see p. 15).

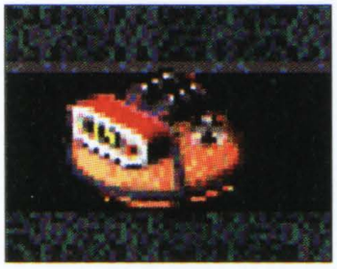
Equipment

Most of the weapons and personal equipment available in the game is described on pp. 6-10 of the *Resistance Manual.* When any item is displayed in the **Item Inventory** (p. 8), you can use it by typing U (or Del on the numeric keypad).



Data-Link. A piece of vital equipment not mentioned in the manual is the ***data-link.*** This device is pre-programmed with useful information about your mission and objectives. When the data-link is used it displays a summary of the Silencer's current mission.

Medikit (M). One of the items you'll use most is the medikit, and when you need to use one, you'll usually need to use it fast. M uses a medikit if you are carrying one, regardless of what you have displayed in the Item Inventory.



Bombs (B). To blow something up with a bomb, you must first **place** the bomb, using U (or Del on the numeric keypad) to put it where you want it. Then, once you're safely away from the area, you can **detonate** the bomb with B.

Searching, Using and Getting Items

- **S (or + on the numeric keypad) locates searchable objects.**

To search or use an object, the Silencer must be standing next to it. Use S (search) and a cursor will appear over the object if it can be searched or used. Further pressing of S will toggle you through any other searchable objects that might be in reach — never assume that the first use of S showed you everything there is to see. If there are no searchable objects at hand, a soft "beep" will sound. Press E to use an energy cube.

- **Enter (on either keypad) manipulates the object being searched.**

Once the search cursor is on an object, Enter will throw switches, open footlockers, push buttons or otherwise manipulate the object. If the object can't be manipulated, Enter will transfer any items the object contained to your inventory.

Taking Items. If you open an object like a footlocker or a safe, or search a dead body, a list of the items it contains appears in the top, left-hand corner of the screen, and everything on that list is automatically added to your Inventory.

G (get) may be used when there are several takeable items exposed (like a row of medikits on a table). This command automatically gets all the items within reach and adds them to your inventory.

KEYPADS. When you search a keypad, an enlarged image of the keypad appears on screen. This means that you have to enter a numeric code before the keypad will do anything. Enter the code by typing the corresponding numbers, or clicking with your mouse over the numbers you wish to enter. The on-screen key to the left of "0" will backspace over the last number you entered; the key to the right of "0" will submit the code (or from the keyboard, use [Backspace] and [Enter]). If you want to leave the keypad without submitting a code, press [Esc].

MONITOR SCREENS. Sometimes when you search a data terminal or watch station, a screen will open up displaying whatever is visible on the object's monitor. This might be a text message or a video image. When you are ready to leave the screen, press [Enter].

CONTROLLING SERVOMECHS AND GUN TURRETS

Sometimes pressing [S] then [Enter] on a data terminal or watch station will allow you to take control of a WEC servomech, gun turret or other moveable object. You will see a screen activating the servomech, turret or other object, after which you are in control of the machine; it maneuvers and fires exactly like the Silencer (although with fewer movement options). The Silencer stands still next to the terminal and all controls affect the servomech. Servomechs can't search or get items.

You relinquish control of the machine and resume controlling the Silencer with [Esc]. Control does not automatically revert to the Silencer when the servomech is destroyed — you still have to use [Esc].

Other Characters

Most of the other characters in the game are your enemies, trying to kill the Silencer before he kills them. But there are times when you want to talk first and shoot later.

Sometimes, in the field, the Silencer will need to contact a resistance agent, or free a prisoner, or otherwise interact with somebody you don't want to hurt. Usually when the Silencer finds (or is found by) his contact, the contact will approach and give his message in the form of a video clip. The clip will automatically appear at the center of the screen.

- **[S] then [Enter] is used to speak to other characters in the rebel base.**

Most interpersonal interaction, however, takes place at the rebel base — either in the colonel's office or in the bar. To talk to one of the rebels, just move the Silencer next to that rebel and hit [S], then [Enter] when the search cursor appears over the character. The character will appear on a video clip with any message or sentiment he might have for the Silencer at the moment. You can only talk to the rebels sitting in the booths in the bar or the C.O. himself.

You must talk to the colonel after each mission to be able to proceed to the next mission.

NOTE: You cannot use a weapon in any way, or perform any combat maneuvers, in the rebel base.

Trading with Weasel

One special character at the rebel base is Weasel, your friendly neighborhood black-market arms dealer. When you talk to Weasel he'll give a brief greeting, then get right down to business. A screen will appear that will allow you to use your mouse to toggle through Weasel's offerings of the moment, and purchase any that you might desire (if you have the credits on you, of course).

Click on the buttons of the display to shop at Weasel's "store."

[←] [→] **ARROW KEYS** move you backwards or forwards through Weasel's inventory of items and weapons.

[Spacebar] [Enter] **BUY** transfers the purchased item to Inventory and debit its cost from the Silencer's credits. (Of course, if there aren't enough credits, the item can't be bought).

[Tab] **AMMUNITION** and **WEAPON** switch you between Weasel's ammo and weapon/item supplies.

[Esc] **EXIT** takes you back to the video of Weasel. If you've selected items for purchase, he'll ask if you're sure that's what you want, and you'll be prompted to reply **YES** or **NO**.

[Y] [N] **YES** purchases the chosen items, **NO** ends the conversation. If you do buy something, he'll ask if you want anything else, and you'll be prompted to reply **YES** or **NO**.

[Y] [N] **YES** returns you to the weapons screen, **NO** ends the conversation.

Note that you may only carry so many of each item. For example, you may only carry five weapons. If you want to buy another weapon, you must first drop one that you're carrying.

The Environment

Much of your success in ***Crusader: No Remorse*** will depend on your ability to notice and make use of the items in the missions. In ***Crusader*** the items in the game *do things.* Manipulation of some of the objects found during gameplay may prove essential to the success of your mission.

In ***Crusader,*** there's very seldom just one way to do things. If the Silencer absolutely can't find the keycard to get through a certain door, he can sometimes simply blow the door up instead. But if he shoots his way through every door he comes to, he'll find himself out of ammo or energy right when he needs it the most. Managing resources and interacting efficiently with the game environment are the two inseparable keys to a winning ***Crusader*** strategy.

In the following pages some of the most important items in the game are displayed and described. Other important objects (including most of the ones that can seriously mess you up) are described in your WEC *"Anti-Terrorist Site Security"* manual. In particular, you'll find that the example on pp. 14-15 of that manual has very explicit information about getting started on your first mission.

Rebel Base V-Mail Station. All members of the Resistance can use this station just outside the teleporter door to receive messages. The Silencer should periodically check for v-mail.

ALARM BOX. If an alarm box is flashing, the mission area is in a state of alert, and reinforcements will arrive soon. You can cancel the alarm by using the flashing alarm box.

BOX SWITCH. These wall-mounted levers are used to open doors, control lifts and operate other simple devices.

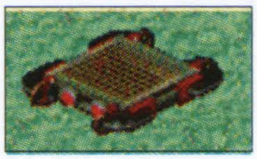
CARDREADER. If one of these is present at a doorway, you need the correct color-coded keycard before you can enter. If the correct card is in the Silencer's possession, the cardreader will scan it automatically.

CONTROL BOX. A large knife-switch. Basically, it does the same thing as a box switch.

DATA TERMINAL. When you pass a data terminal, always take a look at what's on the screen. You never can tell what some lazy Consortium flunky might have left up. Data terminals can give you important information like pass-codes, allow you to cancel general alerts, and even let you take control of servomechs.

FOOTLOCKER. There are numerous different types of containers in the game, most of which just sit around (unless something blows them up), but these are special. Footlockers hold personal equipment, and often that equipment is highly useful. Always check out a locker, and don't damage one unless absolutely necessary — if the locker is damaged, anything inside is lost.

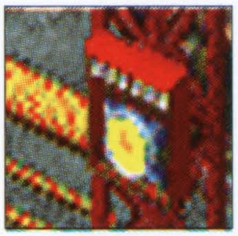
HEALTH STATION. A miniature, automated hospital that can bring your Health up to full in a few seconds.



HOVER PAD. These convenient devices are used by WEC workers to skim safely above toxic waste and other hazardous surfaces. Sometimes they're the only way to get from point A to point B in one piece.

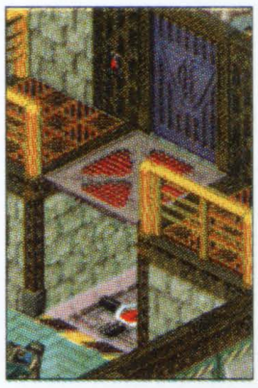
KEYCARD. The only way to get into certain restricted areas is to have the right keycard. Keycards are color coded to match the reader they go with, but not all keycards of a color will unlock all cardreaders of the same color. For example, a red cardreader might require a *specific* red keycard, not just any red keycard.

KEYPAD. The control panel for a computerized combination lock. If you don't know the right code, the Silencer won't get in.

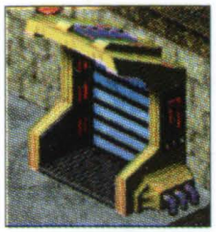


LASER EYE. Emits a laser to block your path. Some lasers just trip a switch or set off an alarm when you cross them, others are powerful enough to cause damage. Some lasers are bright beams of light, others are invisible to the naked eye.

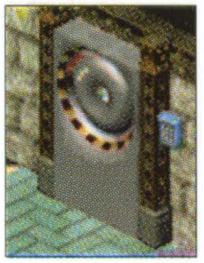
LIFT. Their use in getting from one elevation on the map to another is obvious.



POST PAD. When there's no wall handy on which to mount a switch, switches are mounted to one of these instead.

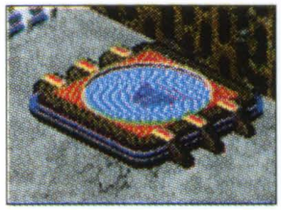


RECHARGE STATION. A few seconds in one of these boxes can bring your Energy level back up to full.



SAFE. Used to store the most important equipment. Usually opened by a switch or through a computer interface.

TELEPORTER. Your round-trip ticket to your mission. Right now, the Resistance has only two things going for it: the Silencer, and their newfound ability to hack into the WEC teleportation grid. The Silencer can only use a teleporter if the lights on the edge of the pad are blinking, but WEC reinforcements can arrive through any teleporter.



VALVE. If you need to stop the flow of hazardous liquids or gasses (or if you think a flow of hazardous liquids or gasses might be useful), look around for a valve to turn.

WALL CAMERA. These little devices will quickly become the bane of your existence. If one sees the Silencer, the camera may sound the alarm or activate traps or ambushes. It takes a couple seconds for a wall camera to lock on to a potential hazard like the Silencer, so blast it quickly.

WATCH STATION. These screens give you a view of some other part of the mission site, often providing a valuable preview of the hazards ahead of you.

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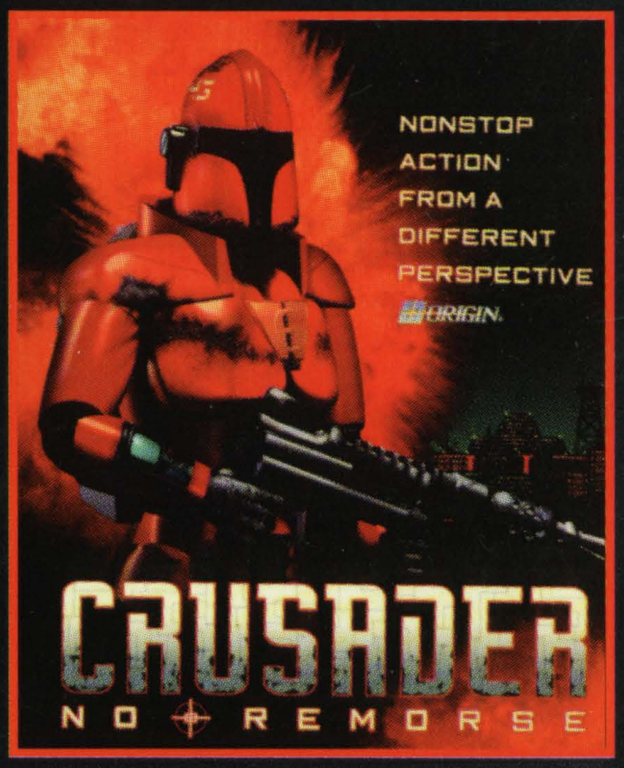

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